

# BASTION

The title "BASTION" is rendered in a large, ornate, yellow-gold serif font with a white outline and a subtle glow. The letter 'B' is particularly decorative, featuring a small vine-like flourish on its left side. The background is a dark, atmospheric illustration. A large, blue, stone-like face of a giant is visible in the upper right, with a small 'X' mark on its forehead. In the lower right, a small, green, armored figure is seen from behind, holding a sword and a shield. The foreground is filled with dark, jagged rocks, some glowing mushrooms, and a few small, dark, skull-like objects. The overall lighting is dim, with a warm, yellowish glow emanating from behind the title.





**SUPERGIANT**  
**GAMES**





# HOW TO PLAY

## Moving & Fighting

Staying Alive

Items & Resources

Leveling Up

Tips & Tactics

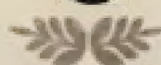
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# MOVING & FIGHTING

You can carry any two weapons at a time.  
Weapon 1 is assigned to .

Weapon 2 is assigned to .

## How to Defend

Early on in the game you will find the  
Bullhead Shield.

Press  to defend using the Shield.

While defending, you will automatically lock





# MOVING & FIGHTING

While defending, you will automatically lock onto the closest target.

Hint: Your back is still exposed while using the Shield, so be careful.

## Change target

You can use  or  to switch close targets.

## Using Secret Skills

Early on in the game you will learn a Secret






# MOVING & FIGHTING


## Change target

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## Using Secret Skills

Early on in the game you will learn a Secret Skill, a powerful special move.

Press  to use Secret Skills.

Note: Secret Skills require .

The next section is about Staying Alive.





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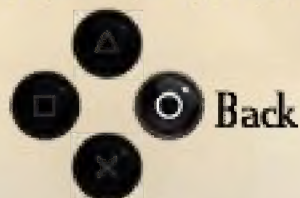
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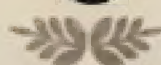
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# STAYING ALIVE

If you are struck by a foe or fall off the edge of the environment, you will take damage.

Your total health is shown in the life bar in the upper-left corner of the screen.

## Healing

Press  anytime you are injured to drink  to restore health.

When your health is low, your life bar will turn red and you will see a red shroud on





# STAYING ALIVE

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## Carrying On

If you run out of health, you will be defeated. Normally you have one chance per area to carry on if defeated. You will pick up from where you left off with full health.

**Caution:** If you run out of chances to carry on in an area, you will need to restart that





# STAYING ALIVE

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The next section is about Items and Resources.





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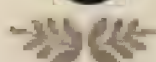
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## ITEMS & RESOURCES

You will find various items throughout your journey, including:

### Weapons

When you pick up a new weapon, you will equip it automatically. Follow the prompts onscreen to learn how to use it. Each weapon offers its own unique fighting style.

Weapons that use ammunition, such as the Fang Repeater, offer unlimited ammunition and reload automatically when ammunition





## ITEMS & RESOURCES

Weapons that use ammunition, such as the Fang Repeater, offer unlimited ammunition and reload automatically when ammunition is depleted. Watch the ammunition bar in the lower-right corner of the screen.



Early on in the game, you will find a structure called the Arsenal, which you can use to switch between any two weapons.

**Note:** When you pick up a new melee weapon, it will automatically be assigned to






## ITEMS & RESOURCES

Note: When you pick up a new melee weapon, it will automatically be assigned to . When you pick up a new ranged weapon, it will automatically be assigned to . The weapon you were using previously will be sent to the Arsenal automatically.

### Health Tonics


Normally you can carry up to three  at a time, though there are ways to increase this supply.








# ITEMS & RESOURCES

## Health Tonics

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Note: When at full health with a full reserve of , picking up additional  will earn you bonus Experience.

## Black Tonics



You will find  on your journey. Normally you may carry up to three. Each







## ITEMS & RESOURCES

### Black Tonics

You will find  on your journey. Normally you may carry up to three. Each time you use a Secret Skill, you use up one . Secret Skills are powerful! Do not hesitate to use them to escape from harm.


Note: When your  reserves are full, picking up additional  will earn you bonus Experience.





# ITEMS & RESOURCES

## Fragments

You will find  all throughout your journey. Representing fragments of the old world, these are used as a form of currency for upgrading weapons and more. They come in several denominations and appear when you defeat foes or destroy certain obstacles.

## Materials

You will find certain Materials throughout





# ITEMS & RESOURCES

## Materials

You will find certain Materials throughout your journey, such as 'Something Heavy'. Each one corresponds to a different weapon, and is required in order to upgrade that weapon. You will need to use a Material each time you upgrade a weapon.

## Mementos

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The next section is about Leveling Up.





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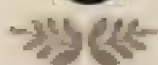
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# LEVELING UP

Defeating foes and finding key items earns you Experience (XP), represented by a purple bar in the upper-left corner of the screen.

When you earn enough Experience, you gain a level.

Gaining levels provides two benefits:

- Your maximum health will increase slightly.
- Your Drink Limit at the Distillery will





## LEVELING UP

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Spirits are special beverages that enhance your abilities in a variety of ways. Refer to The Bastion section for information about Spirits and the Distillery.





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The next section is about Tips and Tactics.



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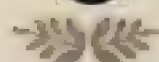
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## TIPS & TACTICS

Mastering the different weapons available to you and learning the patterns of your foes are the keys to victory. Here are a few tips to help you along:

Avoid direct confrontations! Many foes can defeat you in just a few hits. Use your speed to your advantage.

Use the Shield! It can protect you from virtually all attacks. Look for an opening and retaliate.





## TIPS & TACTICS

The Shield is also a weapon! Block an attack just before getting hit to reflect damage on the enemy.

Learn the Power Shot! Some ranged weapons such as the Breaker's Bow let you deal additional damage if you time your attack just right. Release the attack button when you see your character flash.

Note: Critical Hits are different from Power





## TIPS & TACTICS

Note: Critical Hits are different from Power Shots. Critical Hits have a chance to occur based on certain Spirits or weapon upgrades.

Pit foes against each other! While most foes will direct their aggressions at you, if you can lure them into attacking each other, they may change their minds...

Lastly, take advantage of special move canceling! This is an advanced technique with





## TIPS & TACTICS

Lastly, take advantage of special move canceling! This is an advanced technique with which you can cut short the duration of certain moves, effectively becoming faster than usual. For example, try performing an evasive roll immediately after landing an attack, or while drinking a health tonic, and notice how the duration of those moves is cut short. Use this technique to create devastating attack combinations while staying out of harm's way!





## TIPS & TACTICS

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The next section is about the location called the Bastion.





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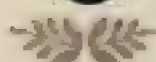
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# THE BASTION

The Bastion will be your home base during your journey. Return any  you find to the Monument to unlock more of the Bastion's power. You will gain access to a variety of different facilities in the Bastion, such as:

## The Skyway

Use the Skyway to view an overmap of the countryside and choose your next destination. As you clear areas, new areas will become available.





# THE BASTION

## The Distillery

Use the Spirits in this structure to gain passive bonuses that support your desired play style. As you level up, remember to return to the Distillery to imbibe more Spirits.

## The Arsenal

Visit this structure to change weapons or choose a new Secret Skill.






# THE BASTION

## The Arsenal

Visit this structure to change weapons or choose a new Secret Skill.

Note: Some Secret Skills require you to have a certain weapon equipped.

## The Forge


Use the Forge to upgrade your weapons. Upgrading weapons requires special Materials as well as . You may not be able to afford every upgrade so choose





# THE BASTION

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Use the Forge to upgrade your weapons. Upgrading weapons requires special Materials as well as . You may not be able to afford every upgrade so choose wisely.

Note: Each time you upgrade a weapon, you will unlock two different upgrades for that weapon. While you can have only one active at any given time, you can switch between





# THE BASTION

Note: Each time you upgrade a weapon, you will unlock two different upgrades for that weapon. While you can have only one active at any given time, you can switch between them as often as you like.

## The Shrine

You may use the Shrine to raise the difficulty level of the game to your liking. Each Idol in the Shrine can be invoked to enhance the power of your foes in different






# THE BASTION

## The Shrine

You may use the Shrine to raise the difficulty level of the game to your liking. Each Idol in the Shrine can be invoked to enhance the power of your foes in different ways.

Invoking these Idols also raises the rewards you earn in  and XP.

If you invoke Idols and are defeated, you





# THE BASTION

If you invoke Idols and are defeated, you will have the opportunity to renounce them and continue on.

Note: There is no penalty for repeatedly invoking and renouncing the Gods, for they themselves are fickle. Experiment as much as you like!

These are only some of the Bastion structures. Others are waiting to be





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The next section is about locations called the Proving Grounds.





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# PROVING GROUNDS

As you advance through the story, you will gain access to optional areas called Proving Grounds. Each one will test your mastery over a different weapon.

By completing the challenges presented in the Proving Grounds, you will earn Materials and Secret Skills.

Each Proving Ground offers three tiers of rewards, based on the quality of your performance. You may attempt a Proving





# PROVING GROUNDS

Each Proving Ground offers three tiers of rewards, based on the quality of your performance. You may attempt a Proving Ground as many times as you wish, until you earn the best possible reward.

**Hint:** If you are having trouble with a Proving Ground, try upgrading your weapon first.

The next section is about a place called Who Knows Where.





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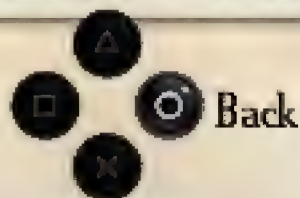
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# WHO KNOWS WHERE

Certain objects you may find in the Bastion can take you to a very strange place...

Who Knows Where is an opportunity to try out different combinations of weapons and Spirits, and to practice against a variety of foes.

There is no penalty for being defeated.

Good luck out there in the Wild Unknown, and thank you for reading.





## **WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES**

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

**RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.**



## Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.  
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.



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